

10. Oscar

Program Name: Oscar.java

Input File: oscar.dat

There is a line of ogres moving a big bucket of mud from the swamp to their house. Each ogre carries the bucket until they encounter an ogre that is larger than they are and then hands it off to the larger ogre. There may be several smaller ogres between the ogre that is carrying the mud and the next larger ogre, but those ogres are skipped. If the ogre carrying the bucket comes upon another ogre of the same size, he should pass the bucket. The ogres are not always in the same order and sometimes there are not the same number of ogres available to help out. The first ogre always starts with the bucket of mud. Oscar the ogre oversees keeping track of which ogres carried the mud on each trip. Oscar needs a program to keep track of who carried the mud on each trip.

Input: There will be a single integer N on the first line that represents the number of mud hauling trips that were made. There will then be N lines of names and values separated by a space. The values represent the relative size of each ogre in the line. The lines can each have a different number of ogres.

Output: For each mud trip print which ogres carried the bucket in the order that they carried it.

Sample input: *(Note that the third line will all be on the same line in the data file.)*

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Zagut 5 Okork 3 Nogark 6 Zazir 1 Tazir 2 Domuzig 7 Dougurk 3

Treerut 8 Elezor 3 Wazagark 5

Takig 3 Bugrok 2 Krozir 1 Kigruk 4 Wazag 5 Ezigurk 6 Kabekurg 8

Koagurk 1 Uozig 7 Blirag 3

Sample output:

Zagut Nogark Domuzig

Treerut

Takig Kigruk Wazag Ezigurk Kabekurg